UK Wool Week 2013

SHEEP TEN WAYS

inspired by EDWARD LORD born 8th September 2012

COLOURS and YARN

INDEX

FOR EACH ANIMAL YOU WILL NEED:
Approximately 60-100g of DK yarn
3mm crochet hook

All of these patterns are designed for use with our TOFT DK weight yarns with the exception of the supersized animals at the back.

On every pattern you will find links through to the colour used for the animal in the image. These recommendations are not rules and the beautiful thing about TOFT's natural colour range is that most colours will have a fabulous substitute. My advice would be to not spend too long staring at Google images to select your colours, but instead use your instincts and your mind's eye to get the best results.

If you are desperate (it happens) for a DK yarn in a colour that is out of stock you can work with two strands of any of TOFT's FINE yarns held together to achieve an identical tension to our DK.

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TECHNICALS: reading the patterns

INDEX

A 'RING'

Nearly every animal part will begin with the instruction to chain 6 stitches into a 'ring'. This ring can be made in several ways. You are looking to create a sealed neat ring so the adjustable 'magic circle' start is recommended. If in doubt find an online tutorial.

DC vs SC (you say…)

TOFT is proudly a British company and therefore I am using British English crochet terms. 'Double crochet' (dc) is the same as the American English 'Single crochet' (sc).

TENSION

3cm x 3cm = 6sts and 7 rounds measured over the double crochet stitch worked in a spiral (not backwards and forwards). Your tension is important as if it is too loose your stuffing will show through and if it is too tight your animals will be small and hard to work. Adjust your hook size to compensate for your tension and be aware that your tension is not necessarily consistent.

STITCH MARKING

I would recommend that you use a stitch marker or piece of contrast yarn to mark each round as you complete it.

FREE FORM

Occasionally some of the organic shapes have been made using a free form style of crochet so rather than the pattern being stated in rounds it will give the instruction for the whole piece as if it were one round. Put away your row marker and just count the stitches.

DECREASING (dc2tog)

There are a few techniques for decreasing in crochet and they tend to be suited to different projects. I would recommend using the technique where you dc both fronts of the two sts together as it tends to give a smooth finish.

COLOUR CHANGING

If you are a perfectionist by nature you may want to research jogless colour changing tutorials online and decide which method best suits you. Animal's markings are never in straight lines so I have embraced a method that does create a step between two colours. Don't cut your yarn when changing but run it along the back of the WS ensuring it stays loose so as not to pucker the fabric.

ABBREVIATIONS

Rnd: A round is a complete rotation in a spiral back to your stitch marker
Ch: a chain is the most simple crochet stitch
Dc: a double crochet stitch

1. Insert hook through stitch (both front and back)
2. Yarn over and pull through stitch (2 loops on hook)
3. Yarn over again and pull through both loops on hook to end with 1 loop on hook.

Dc2tog: Double Crochet two stitches together (decrease)
Sts: Stitches
WS: The wrong side of your work.
RS: The right side of your work.
LOOP STITCH: As used in Orangutan and Squirrel
1. Wrap the yarn from front to back over the index finger of your non-hook hand (this forms loop).
2. Insert the hook into the next stitch along and hook the yarn from behind your index finger pulling the yarn through the stitch.
3. Lock the loop in place with a yarn over and then pull through the 2 loops on your hook.

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SEWING UP

STUFFING

I have chosen to stuff the animals with a synthetic high loft polyester toy stuffing despite their 100% natural yarn outer. Rather than this being a contradiction, experience has taught me that natural wool carded stuffings tend to compact over time and that will lead to very floppy and saggy animals! The synthetic stuffing also makes the animals fully washable.

I have not stated when you should stuff the animal's heads or bodies. Please be sensible and stuff them before you get sub 6 sts or before you sew them up!

RECOMMENDED ORDER

Stuff and sew body, sew on bottom legs, sew on head, then front legs and finish with tail and ears etc.

BODIES

All bodies are stuffed.

HEADS

All heads are stuffed. If there is any debate over whether a body part should be stuffed or not I have clarified this in the pattern.

LEGS

Stuff the feet only. Sew across top to create a flat and then oversew into position. In order for the animals to sit up on your mantlepiece, nursery shelf or dashboard you need to splay the legs so they balance forward onto their tummies.

EYES

I have used a black yarn to sew on all eyes and nostrils. Using a dyed black silk thread or cotton will give you a lovely contrast with the natural undyed colours of the yarn and eyes will then really stand out with a glint.

Remember never use toy safety eyes on a toy intended for a child under 3 years old

EARS

Ensure all ears are sewn on very securely.

NECKS

With the exception of the alpaca the animals do not have necks and you need to sew their heads right onto the top of the body and then the arms to the round below where the head is attached.

HAIR or FUR 'LOOPS'

Many of the animals are finished using chain sts to make 'loops' to represent long hair. When covering sections of the body or head with this texture work by double crocheting into the fabric through the sts and spacing every 2nd st and 2nd row.

SAFETY

Your animal will only be as safe as you make it and so don't skimp on the sts when sewing up. With ears and legs I have oversewn all the way around the edges.

WASHING

If made in TOFT yarn the animals can either be washed by hand or on a gentle cold machine cycle.

SIZE

If worked to the stated tension each animal sits approximately 15cm from bottom to top of head. All ears, horns etc. are additional to this.

HOW LONG SHOULD IT TAKE?

Many of the animals have taken me longer to sew up than to crochet, and some animals have been endlessly decapitated and repeatedly suffered bad facelifts as the eyes are moved around. Enjoy playing Frankenstein.

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STANDARD FORMS

FOR EACH ANIMAL YOU WILL NEED:
Approximately 60-100g of DK yarn
3mm crochet hook

Edward's Menagerie of animals are a family and thus share common body shapes. You will need to use the pattern below when making any of the animals in this book. After you have made one you'll pick up the pattern quickly (and become very familiar with your six times table!).

STANDARD BODY **(AND START OF HEAD)**
Begin by dc6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnd 2 (dc1, dc2 into next st) 6 times (18)
Rnd 3 (dc2, dc2 into next st) 6 times (24)
Rnd 4 (dc3, dc2 into next st) 6 times (30)
Rnd 5 (dc4, dc2 into next st) 6 times (36)
Rnd 6 (dc5, dc2 into next st) 6 times (42)
Rnd 7 (dc6, dc2 into next st) 6 times (48)
Rnds 8-12 dc (5 rnds)
Rnd 13 dc30, (dc4, dc2tog) 3 times (45)
Rnd 14 dc
Rnd 15 (dc1, dc2tog) 15 times (30)
Rnds 16-20 dc (5 rnds)
Rnd 21 (dc3, dc2tog) 6 times (24)
Rnds 22-26 dc (5 rnds)
Rnd 27 (dc2, dc2tog) 6 times (18)
Rnd 28 dc
Rnd 29 (dc2tog) 9 times (9).

STANDARD LEGS
Begin by dc6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnd 2 (dc1, dc2 into next st) 6 times (18)
Rnds 3-6 dc (4 rnds)
Rnd 7 (dc1, dc2tog) 6 times (12)
Rnds 8-22 dc (15 rnds).

Dc2tog TO A POINT
When you read this instruction it indicates that the body part requires a pointed finish. To achieve this continue to work all the remaining sts decreasing to a single stitch. When this instruction is not given and the pattern concludes simply with a full stop thread the yarn through the remaining sts and gather them together to give a blunt finish. Don't forget to stuff first!

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SIMON the simple sheep

BODY
Work as standard.

HEAD
Work as standard until:
Rnd 6 (dc5, dc2 into next st) 6 times (42)
Rnds 7-11 dc (5 rnds)
Rnd 12 (dc5, dc2tog) 6 times (36)
Rnds 13-14 dc (2 rnds)
Rnd 15 dc4, (dc2tog) 3 times, dc26 (33)
Rnd 16 dc3, (dc2tog) 3 times, dc24 (30)
Rnd 17 dc
Rnd 18 (dc3, dc2tog) 6 times (24)
Rnds 19-21 dc (3 rnds)
Rnd 22 (dc2, dc2tog) 6 times (18)
Rnds 23 dc
Rnd 24 (dc1, dc2tog) 6 times (12)
Rnd 25 (dc2tog) 6 times (6).

EARS (make two)
Begin by dc6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnds 2-5 dc (4 rnds)
Rnd 6 (dc2tog) 6 times (6).

LEGS (make four)
Work as standard.

TAIL
Begin by dc 6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnds 2-4 dc (3 rnds)
Rnds 5 (dc2tog) 6 times (6)
Rnd 6 dc.

FLEECE
Work ch8 loops all over body. Swap to ch4 loops at bottom of body to ensure balance when sitting.

NOTES
Sew on all parts before working the fleece.
WARNING: the fleece takes a long time!

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HANK the dorset down sheep

BODY
Work as standard in LIGHT.

HEAD
Work as standard in LIGHT until:
Rnd 6 (dc5, dc2 into next st) 6 times (42)
Rnds 7-11 dc (5 rnds)
Rnd 12 (dc5, dc2tog) 6 times (36)
Rnds 13-14 dc (2 rnds)
Rnd 15 dc4, (dc2tog) 3 times, dc26 (33)
Rnd 16 dc3, (dc2tog) 3 times, dc24 (30)
Rnd 17 dc
Rnd 18 (dc3, dc2tog) 6 times (24)
Change to DARK
Rnds 19-21 dc (3 rnds)
Rnd 22 (dc2, dc2tog) 6 times (18)
Rnds 23 dc
Rnd 24 (dc1, dc2tog) 6 times (12)
Rnd 25 (dc2tog) 6 times (6).

EARS (make two in DARK)
Begin by dc6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnds 2-5 dc (4 rnds)
Rnd 6 (dc2tog) 6 times (6).

LEGS (make four in DARK)
Work as standard.

TAIL (in LIGHT)
Begin by dc 6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnds 2-4 dc (3 rnds)
Rnds 5 (dc2tog) 6 times (6)
Rnd 6 dc.

FLEECE (in LIGHT)
Work ch8 loops all over body and head with exception of 'nose'. Swap to ch4 loops at bottom of body to ensure balance when sitting.

NOTES
Sew on all parts before working the fleece.
WARNING: the fleece takes a long time!

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FRED the herdwick sheep

BODY
Work as standard in LIGHT.

HEAD
Work as standard in LIGHT until:
Rnd 6 (dc5, dc2 into next st) 6 times (42)
Rnds 7-11 dc (5 rnds)
Rnd 12 (dc5, dc2tog) 6 times (36)
Rnds 13-14 dc (2 rnds)
Rnd 15 dc4, (dc2tog) 3 times, dc26 (33)
Rnd 16 dc3, (dc2tog) 3 times, dc24 (30)
Rnd 17 dc
Rnd 18 (dc3, dc2tog) 6 times (24)
Rnds 19-21 dc (3 rnds)
Rnd 22 (dc2, dc2tog) 6 times (18)
Rnds 23 dc
Rnd 24 (dc1, dc2tog) 6 times (12)
Rnd 25 (dc2tog) 6 times (6).

EARS (make two in LIGHT)
Begin by dc6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnds 2-5 dc (4 rnds)
Rnd 6 (dc2tog) 6 times (6).

LEGS (make four in LIGHT)
Work as standard.

TAIL (in LIGHT)
Begin by dc 6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnds 2-4 dc (3 rnds)
Rnds 5 (dc2tog) 6 times (6)
Rnd 6 dc.

FLEECE (in DARK)
Work ch10 loops all over body. Swap to ch4 loops at bottom of body to ensure balance when sitting.

NOTES
Sew on all parts before working the fleece.
WARNING: the fleece takes a long time!

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EUSTICE the beltex sheep

BODY
Work as standard in LIGHT.

HEAD
Work as standard in LIGHT until:
Rnd 6 (dc5, dc2 into next st) 6 times (42)
Rnds 7-11 dc (5 rnds)
Rnd 12 (dc5, dc2tog) 6 times (36)
Rnds 13-14 dc (2 rnds)
Rnd 15 dc4, (dc2tog) 3 times, dc26 (33)
Rnd 16 dc3, (dc2tog) 3 times, dc24 (30)
Rnd 17 dc
Rnd 18 (dc3, dc2tog) 6 times (24)
Rnds 19-21 dc (3 rnds)
Rnd 22 (dc2, dc2tog) 6 times (18)
Rnds 23 dc
Rnd 24 (dc1, dc2tog) 6 times (12)
Rnd 25 (dc2tog) 6 times (6).

EARS (make two in LIGHT)
Begin by dc6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnds 2-5 dc (4 rnds)
Rnd 6 (dc2tog) 6 times (6).

LEGS (make four in LIGHT)
Work as standard.

TAIL (in LIGHT)
Begin by dc 6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnds 2-4 dc (3 rnds)
Rnds 5 (dc2tog) 6 times (6)
Rnd 6 dc.

FLEECE (in DARK)
Work ch8 loops all over body. Swap to ch4 loops at bottom of body to ensure balance when sitting.

NOTES
Sew on all parts before working the fleece.
WARNING: the fleece takes a long time!

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NOAH the zwartbles sheep

BODY
Work as standard DARK.

HEAD
Work as standard in DARK until rnd 6 (42)
Rnds 7-9 dc8 LIGHT, dc34 DARK
Rnd 10 dc1 DARK, dc7 LIGHT, dc34 DARK
Rnd 11 dc2 DARK,dc6 LIGHT, dc34 DARK
Rnd 12 dc2 DARK, dc2, dc2tog, dc2LIGHT, dc4, dc2tog (dc5, dc2tog) 4 times DARK (34)
Rnd 13 dc3 DARK, dc4 LIGHT, dc29 DARK
Rnd 14 dc3 DARK, dc4 LIGHT, dc29DARK
Rnd 15 dc1, dc2tog DARK, dc1, dc2tog, dc1LIGHT, dc2tog, dc27 DARK (33)
Rnd 16 dc2tog DARK, dc2tog, dc1 LIGHT, dc2tog, dc26 DARK (30)
Rnd 17 dc1 DARK, dc3 LIGHT, dc26 DARK
Rnd 18 dc1DARK, dc1, dc2tog, dc1 LIGHT, (dc3, dc2tog) 5 times DARK (24)
Rnd 19 dc1 DARK, dc23 LIGHT
Rnd 20-21 dc in LIGHT only until end
Rnd 22 (dc2, dc2tog) 6 times (18)
Rnd 23 dc
Rnd 24 (dc1, dc2tog) 6 times (12)
Rnd 25 (dc2tog) 6 times (6)

EARS (make two in DARK)
Begin by dc6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnds 2-5 dc (4 rnds)
Rnd 6 (dc2tog) 6 times (6).

LEGS (make four in DARK)
Work as standard.

TAIL (DARK)
Begin by dc 6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnds 2-4 dc (3 rnds)
Rnds 5 (dc2tog) 6 times (6)
Rnd 6 dc.

FLEECE
Work ch8 loops all over body in MEDIUM or DARK. Swap to ch4 loops at bottom of body to ensure balance when sitting.

NOTES
Sew on all parts before working the fleece.
WARNING: the fleece takes a long time!

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TOBIAS the hebridean sheep

BODY
Work as standard.

HEAD
Work as standard until:
Rnd 6 (dc5, dc2 into next st) 6 times (42)
Rnds 7-11 dc (5 rnds)
Rnd 12 (dc5, dc2tog) 6 times (36)
Rnds 13-14 dc (2 rnds)
Rnd 15 dc4, (dc2tog) 3 times, dc26 (33)
Rnd 16 dc3, (dc2tog) 3 times, dc24 (30)
Rnd 17 dc
Rnd 18 (dc3, dc2tog) 6 times (24)
Rnds 19-21 dc (3 rnds)
Rnd 22 (dc2, dc2tog) 6 times (18)
Rnds 23 dc
Rnd 24 (dc1, dc2tog) 6 times (12)
Rnd 25 (dc2tog) 6 times (6).

HORNS (make two or four if desired in in free form style without rounds)
Ch10, join into circle, dc12, dc2tog, dc12, dc2tog, dc12, dc2tog, dc10, dc2tog, dc10, dc2tog to a point.

EARS (make two)
Begin by dc6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnds 2-5 dc (4 rnds)
Rnd 6 (dc2tog) 6 times (6).

LEGS (make four)
Work as standard.

TAIL
Begin by dc 6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnds 2-4 dc (3 rnds)
Rnds 5 (dc2tog) 6 times (6)
Rnd 6 dc.

FLEECE
Work ch10 loops all over body. Swap to ch4 loops at bottom of body to ensure balance when sitting.

NOTES
Sew on all parts before working the fleece.
WARNING: the fleece takes a long time!

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ETHEL the jacobs sheep

BODY
Work as standard LIGHT.

HEAD
Work in LIGHT as standard up to rnd 14 dc (36)
Rnd 15 dc4 (dc2tog) 3 times, dc4 LIGHT, dc22 DARK (33)
Rnd 16 dc3 (dc2tog) 3 times, dc3 LIGHT, dc21 DARK (30)
Rnd 17 dc8 LIGHT, dc22 DARK
Rnd 18 dc3, dc2tog, dc3 LIGHT, dc2tog (dc3, dc2tog) 4 times DARK (24)
Rnd 19-20 dc6 LIGHT, dc18 DARK
Rnd 21 dc5 LIGHT, dc19 DARK
Rnd 22 dc1, dc2tog, dc1LIGHT, (dc2, dc2tog) 5 times DARK (18)
Rnd 23 dc3 LIGHT, dc15 DARK
Rnd 24(dc1, dc2tog) 6 times DARK (12)
Rnd 25 (dc2tog) 6 times DARK (6)

HORNS (make two or four in DARK in free form style without rounds)
Ch10, join into circle, dc12, dc2tog, dc12, dc2tog, dc12, dc2tog, dc10, dc2tog, dc10, dc2tog to a point.
To finish the horns twist them and sew into position.

EARS (make two LIGHT)
Begin by dc6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnds 2-5 dc (4 rnds)
Rnd 6 (dc2tog) 6 times (6).

LEGS (make four LIGHT)
Work as standard.

TAIL (LIGHT)
Begin by dc 6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnds 2-4 dc (3 rnds)
Rnds 5 (dc2tog) 6 times (6)
Rnd 6 dc.

FLEECE
Work ch8 loops all over body in LIGHT adding some DARK patches across back only. . Swap to ch4 loops at bottom of body to ensure balance when sitting.

NOTES
Sew on all parts before working the fleece.
WARNING: the fleece takes a long time!

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BARBARA the racka sheep

BODY
Work as standard LIGHT.

HEAD
Work as standard in DARK until:
Rnd 6 (dc5, dc2 into next st) 6 times (42)
Rnds 7-11 dc (5 rnds)
Rnd 12 (dc5, dc2tog) 6 times (36)
Rnds 13-14 dc (2 rnds)
Rnd 15 dc4, (dc2tog) 3 times, dc26 (33)
Rnd 16 dc3, (dc2tog) 3 times, dc24 (30)
Rnd 17 dc
Rnd 18 (dc3, dc2tog) 6 times (24)
Rnds 19-21 dc (3 rnds)
Rnd 22 (dc2, dc2tog) 6 times (18)
Rnds 23 dc
Rnd 24 (dc1, dc2tog) 6 times (12)
Rnd 25 (dc2tog) 6 times (6).

HORNS (make two in DARK in free form style without rounds)
Ch10, join into circle, dc12, dc2tog, dc12, dc2tog, dc12, dc2tog, dc10, dc2tog, dc10, dc2tog to a point.

To finish the horns sew a running stitch along one side and pull to make cur

EARS (make two LIGHT)
Begin by dc6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnds 2-5 dc (4 rnds)
Rnd 6 (dc2tog) 6 times (6).

LEGS (make four LIGHT)
Work as standard.

TAIL (LIGHT)
Begin by dc 6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnds 2-4 dc (3 rnds)
Rnds 5 (dc2tog) 6 times (6)
Rnd 6 dc.

FLEECE
Work ch8 loops all over body in LIGHT. Swap to ch4 loops at bottom of body to ensure balance when sitting.

NOTES
Sew on all parts before working the fleece.
WARNING: the fleece takes a long time!

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SETH the wenesleydale sheep

BODY
Work as standard in DARK.

HEAD
Work as standard in DARK until:
Rnd 6 (dc5, dc2 into next st) 6 times (42)
Rnds 7-11 dc (5 rnds)
Rnd 12 (dc5, dc2tog) 6 times (36)
Rnds 13-14 dc (2 rnds)
Rnd 15 dc4, (dc2tog) 3 times, dc26 (33)
Rnd 16 dc3, (dc2tog) 3 times, dc24 (30)
Rnd 17 dc
Rnd 18 (dc3, dc2tog) 6 times (24)
Rnds 19-21 dc (3 rnds)
Rnd 22 (dc2, dc2tog) 6 times (18)
Rnds 23 dc
Rnd 24 (dc1, dc2tog) 6 times (12)
Rnd 25 (dc2tog) 6 times (6).

EARS (make two in DARK)
Begin by dc6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnds 2-5 dc (4 rnds)
Rnd 6 (dc2tog) 6 times (6).

LEGS (make four)
Work as standard in DARK.

TAIL (DARK)
Begin by dc 6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnds 2-4 dc (3 rnds)
Rnds 5 (dc2tog) 6 times (6)
Rnd 6 dc.

FLEECE
Work ch12 loops in LIGHT all over body and head especially concentrating on making a 'fringe'. Swap to ch4 loops at bottom of body to ensure balance when sitting.

NOTES
Sew on all parts before working the fleece.
WARNING: the fleece takes a long time!

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EWAN the swaledale sheep

BODY
Work as standard in DARK.

HEAD
Work as standard in DARK until:
Rnd 6 (dc5, dc2 into next st) 6 times (42)
Rnds 7-11 dc (5 rnds)
Rnd 12 (dc5, dc2tog) 6 times (36)
Rnds 13-14 dc (2 rnds)
Rnd 15 dc4, (dc2tog) 3 times, dc26 (33)
Rnd 16 dc3, (dc2tog) 3 times, dc24 (30)
Rnd 17 dc
Rnd 18 (dc3, dc2tog) 6 times (24)
Rnds 19-21 dc (3 rnds)
Change to LIGHT
Rnd 22 (dc2, dc2tog) 6 times (18)
Rnds 23 dc
Rnd 24 (dc1, dc2tog) 6 times (12)
Rnd 25 (dc2tog) 6 times (6).

HORNS (make two in MEDIUMin free form style without rounds)
Ch10, join into circle, dc12, dc2tog, dc12, dc2tog, dc12, dc2tog, dc10, dc2tog, dc10, dc2tog to a point.

EARS (make two in DARK)
Begin by dc6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnds 2-5 dc (4 rnds)
Rnd 6 (dc2tog) 6 times (6).

LEGS (make four in DARK)
Work as standard.

TAIL (DARK)
Begin by dc 6 into ring
Rnd 1 (dc2 into next st) 6 times (12)
Rnds 2-4 dc (3 rnds)
Rnds 5 (dc2tog) 6 times (6)
Rnd 6 dc.

FLEECE
Work ch10 loops all over body in LIGHT. Swap to ch4 loops at bottom of body to ensure balance when sitting.

NOTES
Sew on all parts before working the fleece.
WARNING: the fleece takes a long time!

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